space eggs™

"It Will Crack You Up"

A FAST ACTION GAME FROM SIRIUS™

For the Atari 800 Computer

With 48K And One Atari 810 Disk Drive

Spiders
15 Points

Lips
30 Points

SPACE EGGS™

To Begin:

Insert the Space Eggs diskette in drive #1 and boot as usual. In a few seconds you will be presented with the Space Eggs "Demo Mode." Press the START key or the OPTION key to enter the Control Mode Menu.

The Objective:

You must guide your ship through space and destroy all Space Eggs and their deadly inhabitants. Each time you find a group of Eggs, your job is to crack them open, one by one, with your ship's Phasor. Then you must blast away the evil and dangerous alien that pops out.

Control Modes:

Press the SELECT key to move the selection box over the Control Mode you wish to use. When the Control Mode you have selected flashes, press the START key and then get ready for some fast action fun that'll crack you up!

Keyboard Control:

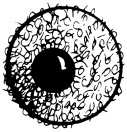
Pressing the "+" or "*" key starts the ship moving to the left or to the right. Pressing the SPACE BAR stops the ship's movement and fires the Phasors.

Paddle or Joystick Control:

Plug either the joystick or paddles into Jack 1. Tilt the stick or turn the paddle knob to move the ship back and forth across the screen. Press the controller button to fire.

NOTE: When the third stage of your ship has been destroyed, "GAME OVER" will appear on the screen. Press the FIRE BUTTON on your paddle or joystick, or the SPACE BAR if using the Keyboard Mode, to restart the game. If you do nothing when "GAME OVER" appears on the screen, you will automatically be returned to the "Demo Mode".

Wolves
45 Points



Fuzzballs
80 Points

Convenience Keys:

CTRL S = Sound ON/OFF Toggle
OPTION = Return To Menu
START = Restarts Game In Same Control Mode
ESC = Pauses or Resumes Paused Game

Ships:

You begin the game with one three-stage rocket ship. The first stage has one Phasor and the second and third stages have two each. If the first stage gets fried by an alien it is replaced by the second stage and so on. After scoring 1,000 points with the first two stages, you will get one opportunity to redock the first stage of your rocket ship back to the second. After 2,500 points you receive one opportunity to redock the first stage to the third stage. Maneuver with care to dock. If you are successful, you will be able to fire three Phasors at once! When all stages of your ship have been cracked up, the game ends.

Difficulty Levels:

Space Eggs gets progressively harder the longer you stay in play. The Eggs in the first onslaught contain Spiders. Successfully exterminating all the Spiders leads you to a group of Space Eggs occupied by the loathsome, lecherous Lips. After smacking all the Lips, it's on to the wicked Wolves. When the Wolves have been whipped, look out for the universally feared Fuzzballs. If you're good enough to brush off the Fuzzballs, you'll be attacked by a challenging combination of all four evil creatures! Your score is continuously displayed at the top of the screen.

Important:

If "BOOT ERROR" appears on the screen after booting, try the disk on another Atari 800 to verify that the disk is good. All of our disks are tested prior to shipping.

Sirius Software Replacement Policy: Sirius Software, Inc. will replace any defective disk with a new one for $5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

Spiders

15 Points

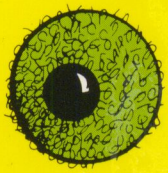
Lips

30 Points

Wolves

45 Points

Fuzzballs



80 Points

Ever wonder what would happen if you shot an egg in space? Well, probably not, but you can be certain that the eggs you'll encounter weren't left by high flying chickens! In fact, Space Eggs are known to contain some of the most devious creatures in the galaxy — space Spiders, lecherous Lips, wicked Wolves, and worst of all, the universally feared Fuzzballs! So when you shoot a Space Egg, get ready for action! If you're not careful, it just might crack YOU up!

Space Eggs includes a full-color iron-on t-shirt transfer (reusable)!

Programmed By Nasir Gebelli
Converted For The Atari 800 By Dan Thompson
Assembly Language 48K

Requires An Atari 800 Computer
With 48K And One Atari 810 Disk Drive
Playable With Keyboard, Joystick Or Paddles

Space Eggs © 1980 Sirius
All Rights Reserved

Atari Is A Trademark Of Atari Inc.
Sirius Is A Trademark Of Sirius Software, Inc.

Sirius Software, Inc., Sacramento, California